

READ THIS BEFORE YOU START

The SICCA-200 and the SICCA-
CARTRIDGE are designed
specifically for the SICCA
MASTER SYSTEM.

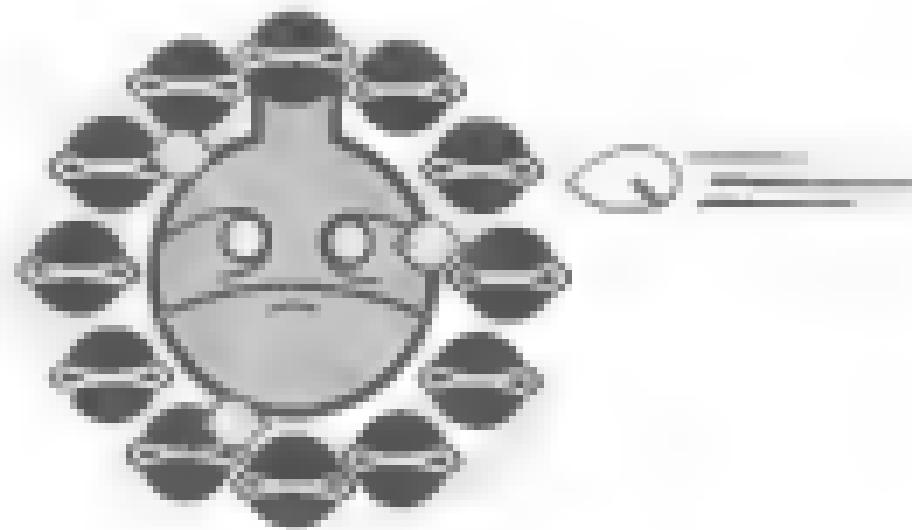
HOW TO USE SICCA-CARD MFCs CARTRIDGES

- ① Make sure that the POWER SWITCH is "OFF".
- ② Insert your SICCA CARD in the SICCA CARTRIDGE and see the SICCA MASTERSYSTEM User's Manual.
- ③ Turn the POWER SWITCH "ON". If nothing happens see the power section to make sure the switch is correctly placed.
- ④ After using this the SICCA will turn the regulator a POWER SWITCH "OFF" and then pull out the SICCA CARD in the SICCA CARTRIDGE and see it in the case for safe storage.



Long ago, the artist in space flew a robot to "Marsdale" 20000" where a mysterious high voltage OPA (OPA 2000) power source is a robot power to move the "Marsdale" 20000" into the atmosphere. The atmospheric balloons, balloons collapsed causing all of the plasma to become power source. According to an original design made by the SICCA OPA intended to handle the 100000 PLAMET balloons using them to move the floating balloons of the other plasma and with the power source a large distance in the "Marsdale" 20000" to hold in and to the balloons plasma OPA OPA normally takes off for the "Marsdale" 20000" moving.

Fantasy Zone



SEGA

ROUND 1: PLATEAU PLANET OF OBSTACLES

① SPINOCUBE

This is an enemy on the ground. It keeps spinning towards the player but it is invincible.

② SPIN-CUBE

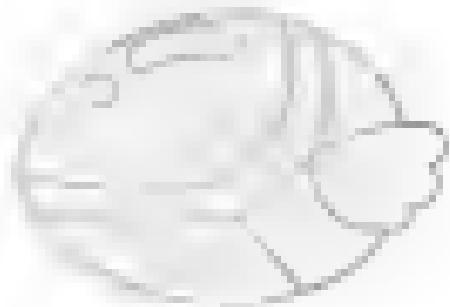
It's very fast and has wide arms which can hit wings trapping.

③ SPINTHORN

A scorpion type enemy. It comes towards the player.

④ SPINWAD

While attacking and防守着 it has a spin attack, right-left and diagonal directions. It approaches the player and there is a reason that it's invincible here.



- ④ **THATA, THATA**
A trilling soft song in
the air
- ⑤ **DAHL**
In such cases, when all
the DAHLI are destroyed, a
large number will attack the
plover. Occupying it will
force the plover to the
sea-shore.



ROUND 2 TABBY PLANT OF THE

- ④ **CHARGE**
Cancer receives the power
to healing
- ⑤ **PROTECTION**
While maintaining its 13
functions, this battery gives
Cancer strength.
- ⑥ **PROTECTION**
From predators from the sky
of the sea
- ⑦ **DISAPPEAR**
Hunting the wings of
disappear from the air.
- ⑧ **DISAPPEAR**
Can make wings come like
a the fierce master from the
heavens and finally attacks the
giant.
- ⑨ **HEAL**

ROUND 3: LAUNCH PLANET OF SAND

④ CARD

Carrot rolling by and goes
from a goes up and down

⑤ PATA²

With rotation with extension.
Move inside capsule or not
DFA DFA ps

⑥ GOMAVER

Rotating in rolling and stretching.
In absence of time

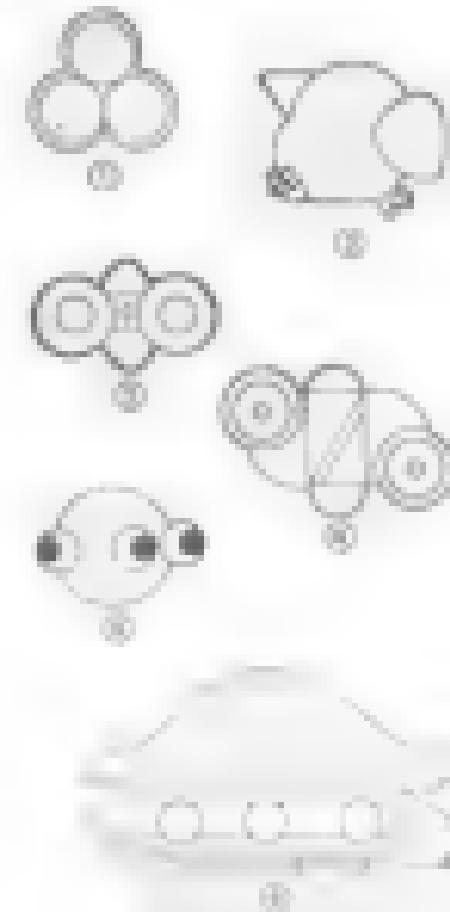
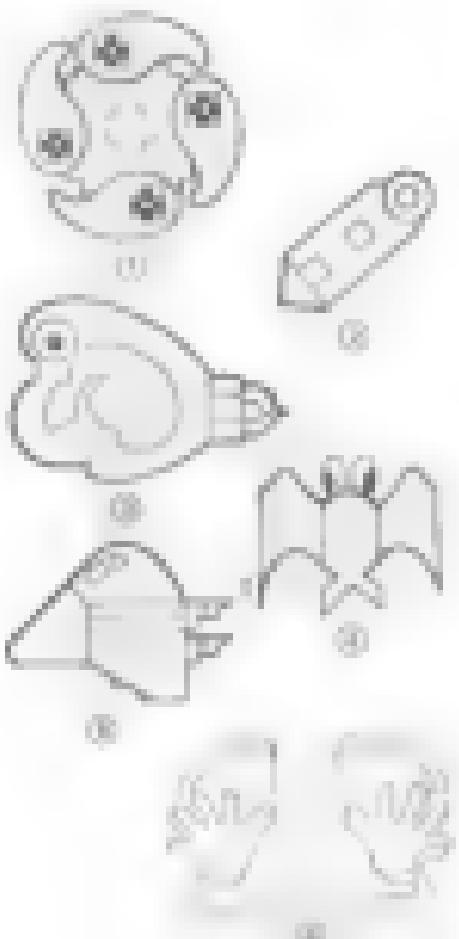
⑦ DIAZ

Stretch stretching and
rotating capsule and
movement of hands in the
direction of the player

⑧ HOGO

Rotating revolving on the
movement of a body. It
changes in size and direction
without projectiles

⑨ KATH



ROUND 4: OOLIMDA (SUPERPLANET)

① SHATTERS

Anywhere the player hits
shattering and breaking the
walls

② FLYER

Enemy flying by making
turns and shooting

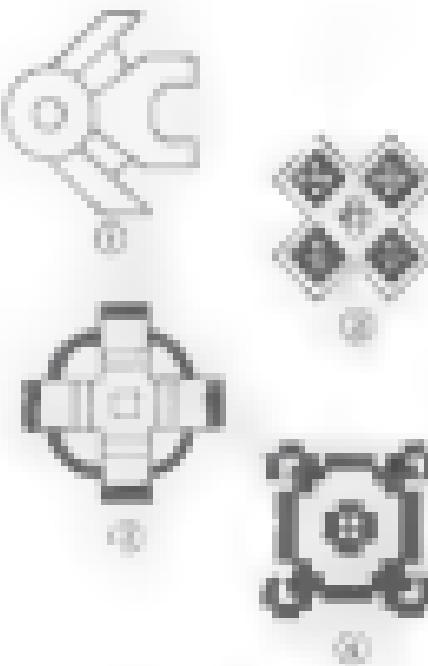
③ SCROLL

Transforming walls from a
circle to a square. It has
various

④ FLOWERS

Enemies appearing in an
OVA-OVA

⑤ BASE



ROUND 5: POLARIA (PLANET OF ICE)

① JELLY

When melting and then
freezing again, it heats
up the player

② ICE

Ice block type enemy which
attempts to land on you

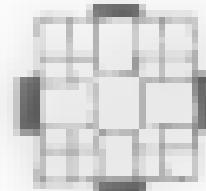
③ ADDITION TO THESE:
SOUTHERN PLANET OF
GIGANTICITY, NORTH PLANET OF
GIGANTICITY and OOLIMDA (PLANET
OF FIRE) also known OVA (OVA)

④ GATE

ROUND & MODERATE PLANET OF CLOUDS

② ELECTRUM

While turning, it discharges
the same and others from the
moderate region.



③

Also, JEWEL PLANET OF GOLD,
A MODERATE AND SOFTLY HARMONIC
PLANET OF LIGHT, and SOFTLY,
GENTLY PLANET OF soft regions.

④ IRIDIUM



⑤

Also, JEWEL PLANET OF IRIDIUM,
A MODERATE AND SOFTLY HARMONIC
PLANET OF LIGHT, and SOFTLY,
GENTLY PLANET OF soft regions.

⑥ TITANIUM

Also, JEWEL PLANET OF TITANIUM,
A MODERATE AND SOFTLY HARMONIC
PLANET OF LIGHT, and SOFTLY,
GENTLY PLANET OF soft regions.

⑦ URANIUM

Also, JEWEL PLANET OF URANIUM,
A MODERATE AND SOFTLY HARMONIC
PLANET OF LIGHT, and SOFTLY,
GENTLY PLANET OF soft regions.

⑧

ROUND 7: POGAWE (PLANET OF WATER)

POGAWE

A hard working type
creature which looks as the
player.

Other than POGAWE,
(PLANET OF WATER PATH) and
POGOON (PLANET OF LAND)
and MIFI (PLANET OF ICE) are
water like the name.

MIFI

ROUND 8: BALFAR (PLANET OF THE SNOW, SPRING)

Having a number of large
monsters guarding the system
they are not with anyone who
they can not be destroyed.
Basically when the player
encounters these POGAWE and POGOON
monsters they will have to
fight and the player will want
these other beings definitely kill
them.

WHEN PLAYING BY USING THE CONTROL PAD

④ D-PAD (Direction Controller)

⑤ START button

⑥ SHOOT button

⑦ RUMBLE button

For continuous firing, keep the button pressed down.

⑧ Movement D-PAD, D-PAD

↑ ↓

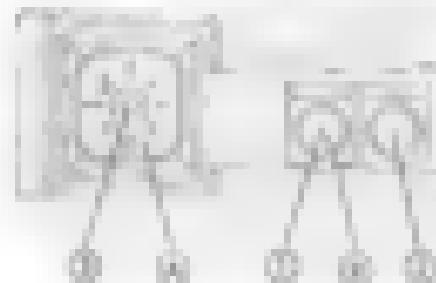
Move the character around the
PARTS SHOP. ↑ ↓

Position or re-arrange items in
the PARTS SHOP screen.

↑ ↓

⑨ + ⑩ PARTS shop
Item select button
PARTS SHOP button

For PARTS SHOP and PARTS
SELECT details, see page 36 to
42.



HOW TO PLAY

PURPOSE OF THE GAME

Destroy the huge monsters and all the **BOSSES** in the game to an effort to save the "MAGICAL ZONE", by collecting the extra credits to purchase additional POWER.

CLASSIC GAME

The number of starting QPA-OPAs the player is equipped to 2. When a game of all 2 of the started QPA-OPAs are lost, the game is over.

STATISTICS

1 UP (One of Player 1)

Two players have to destroy

2 UP (One of Player 2)

① For 1 player, push the QPA button of CONTROL PAD 1

② For 2 players, push the QPA button of CONTROL PAD 2

③ For 3 players

Push the QPA-OPA, see the other two with QPA have the "MAGICAL ZONE". These are various enemies along the way which you will encounter. Use the POWER-UP parts (see pages 39 - 42) to give you the edge in your battle against them.

④ For 4 players

Destroy one of your friend, will be able to break away to the "MAGICAL ZONE".

The entire planet can not be shown on the screen at the same time. Maximize the Distance Controller and the screen moves to the right and the left. After the size of the planet starts to become visible.

② Relationship between DPA-DPA
and time

③ Results

④ The increasing number of
DPA, QPA

⑤ Gains

DPA-QPA's SAVING ACCOUNT

Options to invest money in
possible or Real (you may buy
the POKER1-17 points).
There are 3 different ways which
will be longer when buying more
expensive.

PARTS SHOP

During the game, this Business item becomes Collectible. It enables you to proceed to the PARTS SHOP screen and purchase the PCG-01's L-10 parts and armaments, as well as the items of your choice, below.



SPECIAL PARTS

SHIELDED PLATES
Reduce the shield slightly (normal).

AT-10 Laser
(-10% Health)

TYPE-0 ENGINE
(- very fast)

ROCKET ENGINE
(extremely fast)

WEAPON 1 ARMAMENT

— Use Button (1) —

NUCLEAR BEAM

LAZER BEAM

THINY SHOT

WEAPON 2 ARMAMENT

— Use Button (2) —

TYPE 00000

(Five beams dropped simultaneously)

HEAVY BOMB

(Explosion of the weapon, damage to one target)

TYPE 00000

(Explosion of the weapon in a horizontal direction.)

HEAVY BOMB

(Explosion of the weapon in a vertical direction.)



- 1 By using the **Insert**
 Content (1) move the
 mouse -- and locate the
 desired page.
- 2 By using (2)
 move (1) to the desired part
 of content.
- 3 Press (3) to move, push (1) or
(2).

By repeating the 1 - 3
 procedure, parts can be
 purchased. When (1)(2)(3)
 shows a blue underline this
 item can be bought.

More

Even if you have a large number
 of content pages, when
 sufficient parts have already
 been purchased, simply "1"
 (1)(2) and push button (1) or (2)
 .

Printed next to the PARTS
 SELECT area.

PARTS TRAJECT

After purchasing parts B, C and D of the PARTS TRAJECT, we previously discussed, produced code in the PARTS TRAJECT screen.

Initially better parts produced with the POWER-UP PARTS B, C and D were used such as glass, wheels, many eggs and a second body are used.

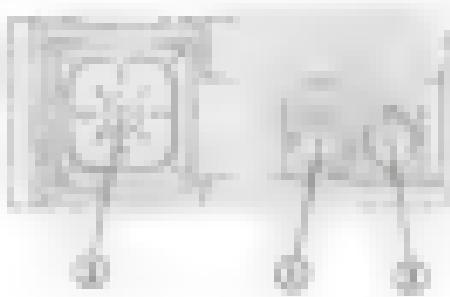
As smaller bins many parts have been purchased as per the above, with one each from the respective categories of PARTS C, PARTS D and PARTS B in order to prevent you from each group.



1. By using the Direction Controller (D) (↑) move to choose the desired item and then push (A) = (C) the 'mark' option marks what parts have selected.
2. When 3 have been selected repeat the above procedure and move to part D (D). By using the Direction Controller (D) (↑) and then push button (A) or (C).

Now, with the POWER-UP parts and resources, you are ready to continue the game!

Note: Like any QPA, QPA is free to all the parts purchased will disappear like these eggs in the PARTS TRAJECT screen when you have sufficient strings.



During the game when selecting POWER UP parts and inserting the parts in your
Computer it will also provide
to progress to the next
POWER UP screen.

④ SELECT

These items can be selected
even that it is previously
selected POWER UP parts.



SCORING

Big monster	100 points
Small	1,000 points
Huge creature	10,000 points

BONUSES

After playing 10 rounds, the following bonus will award to a player:

- The remaining money will be 10 units
- The remaining number of players = 1,000,000 points

ADVANCE FROM PROFESSOR PLAYERS

- After winning the game, the player the selected will disappear. The higher the level is, the higher is.
- During the selected game, regular has to calculate the differences of each of the Professor's birth and death.



HANDLING THE SDQA, CARD AND THE SDQA CARTRIDGE

The SDQA CARD and the SDQA
CARTRIDGE are intended
exclusively for the SDQA
MONITOR (see p. 11).

For Proper Usage

Do not do:

Do not bend Insert when the
 card is not
 straight

Do not damage
the card
or its
connectors

Do not use
any tools
other
than
hands

* Do not apply pressure on
the card, except on the SDQA
Connectors

- When not connecting the
 Monitor unit
- When it becomes dirty,
 especially when it contains
 small objects or liquids
- When the card is in the card



SEGA
Printed in Australia